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1 GCspy: an adaptable heap visualisation framework
Tony Printezis, Richard Jones
November 2002 **ACM SIGPLAN Notices , Proceedings of the 17th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications OOPSLA '02**, Volume 37 Issue 11
Publisher: ACM Press
Full text available: pdf(215.66 KB) Additional Information: full citation, abstract, references, citings, index terms

GCspy is an architectural framework for the collection, transmission, storage and replay of memory management behaviour. It makes new contributions to the understanding of the dynamic memory behaviour of programming languages (and especially object-oriented languages that make heavy demands on the performance of memory managers). GCspy's architecture allows easy incorporation into *any* memory management system: it is not limited to garbage-collected languages. It requires only small change ...

Keywords: Java, garbage collection, language implementation, memory management, visualisation of objects

2 A region-based memory manager for prolog
Henning Makholm
October 2000 **ACM SIGPLAN Notices , Proceedings of the 2nd international symposium on Memory management ISMM '00**, Volume 36 Issue 1
Publisher: ACM Press
Full text available: pdf(1.34 MB) Additional Information: full citation, abstract, citings, index terms

We extend Tofte and Talpin's region-based model for memory management to support backtracking and cuts, which makes it suitable for use with Prolog and other logic programming languages. We describe how the extended model can be implemented and report on the performance of a prototype implementation. The prototype implementation performs well when compared to a garbage-collecting Prolog implementation using comparable technology for non-memory-management issues.

3 Concurrent compacting garbage collection of a persistent heap
James O'Toole, Scott Nettles, David Gifford

December 1993 **ACM SIGOPS Operating Systems Review , Proceedings of the fourteenth ACM symposium on Operating systems principles SOSP '93**, Volume 27 Issue 5
Publisher: ACM Press

Full text available: pdf(1.50 MB) Additional Information: full citation, abstract, references, citings, index terms

We describe a replicating garbage collector for a persistent heap. The garbage collector cooperates with a transaction manager to provide safe and efficient transactional storage management. Clients read and write the heap in primary memory and can commit or abort their write operations. When write operations are committed they are preserved in stable storage and survive system failures. Clients can freely access the heap during garbage collection because the collector concurrently builds a comp ...

4 Thread-specific heaps for multi-threaded programs

Bjarne Steensgaard
October 2000 **ACM SIGPLAN Notices , Proceedings of the 2nd international symposium on Memory management ISMM '00**, Volume 36 Issue 1
Publisher: ACM Press
Full text available: pdf(893.66 KB) Additional Information: full citation, abstract, citings, index terms

Garbage collection for a multi-threaded program typically involves either stopping all threads while doing the collection or involves copious amounts of synchronization between threads. However, a lot of data is only ever visible to a single thread, and such data should ideally be collected without involving other threads.

Given an escape analysis, a memory management system may allocate thread-specific data in thread-specific heaps and allocate shared data in a shared heap. Garbage c ...

5 Atomic incremental garbage collection and recovery for a large stable heap

Elliot K. Kolodner, William E. Weihl
June 1993 **ACM SIGMOD Record , Proceedings of the 1993 ACM SIGMOD international conference on Management of data SIGMOD '93**, Volume 22 Issue 2
Publisher: ACM Press

Full text available: pdf(1.34 MB) Additional Information: full citation, abstract, references, citings, index terms

A stable heap is storage that is managed automatically using garbage collection, manipulated using atomic transactions, and accessed using a uniform storage model. These features enhance reliability and simplify programming by preventing errors due to explicit deallocation, by masking failures and concurrency using transactions, and by eliminating the distinction between accessing temporary storage and permanent storage. Stable heap management is useful for programming lang ...

6 New garbage collection algorithms and strategies: Automatic heap sizing: taking real memory into account

Ting Yang, Matthew Hertz, Emery D. Berger, Scott F. Kaplan, J. Eliot B. Moss
October 2004 **Proceedings of the 4th international symposium on Memory management**
Publisher: ACM Press
Full text available: pdf(879.86 KB) Additional Information: full citation, abstract, references, index terms

Heap size has a huge impact on the performance of garbage collected applications. A heap that barely meets the application's needs causes excessive GC overhead, while a heap that exceeds physical memory induces paging. Choosing the best heap size a priori is impossible in multiprogrammed environments, where physical memory allocations to processes change constantly. We present an automatic heap-sizing algorithm applicable to different garbage collectors with only modest changes ...

Keywords: garbage collection, paging, virtual memory

7 Garbage collection without paging

Matthew Hertz, Yi Feng, Emery D. Berger

June 2005 **ACM SIGPLAN Notices , Proceedings of the 2005 ACM SIGPLAN conference on Programming language design and implementation PLDI '05**, Volume 40 Issue 6

Publisher: ACM Press

Full text available: pdf(231.14 KB) Additional Information: full citation, abstract, references, citings, index terms

Garbage collection offers numerous software engineering advantages, but interacts poorly with virtual memory managers. Existing garbage collectors require far more pages than the application's working set and touch pages without regard to which ones are in memory, especially during full-heap garbage collection. The resulting paging can cause throughput to plummet and pause times to spike up to seconds or even minutes. We present a garbage collector that avoids paging. This *bookmarking collect ...*

***Keywords**: bookmarking collection, garbage collection, generational collection, memory pressure, paging, virtual memory*

8 Quantifying the performance of garbage collection vs. explicit memory management

Matthew Hertz, Emery D. Berger

October 2005 **ACM SIGPLAN Notices , Proceedings of the 20th annual ACM SIGPLAN conference on Object oriented programming, systems, languages, and applications OOPSLA '05**, Volume 40 Issue 10

Publisher: ACM Press

Full text available: pdf(1.51 MB) Additional Information: full citation, abstract, references, citings, index terms

Garbage collection yields numerous software engineering benefits, but its quantitative impact on performance remains elusive. One can compare the cost of *conservative* garbage collection to explicit memory management in C/C++ programs by linking in an appropriate collector. This kind of direct comparison is not possible for languages designed for garbage collection (e.g., Java), because programs in these languages naturally do not contain calls to free. Thus, the actual gap between the tim ...

Keywords: explicit memory management, garbage collection, oracular memory management, paging, performance analysis, throughput, time-space tradeoff

9 Scalable parallel allocation: Scalable locality-conscious multithreaded memory allocation

Scott Schneider, Christos D. Antonopoulos, Dimitrios S. Nikolopoulos

June 2006 **Proceedings of the 2006 international symposium on Memory management ISMM '06**

Publisher: ACM Press

Full text available: pdf(267.12 KB) Additional Information: full citation, abstract, references, index terms

We present Streamflow, a new multithreaded memory manager designed for low overhead, high-performance memory allocation while transparently favoring locality. Streamflow enables low over-head simultaneous allocation by multiple threads and adapts to sequential allocation at speeds comparable to that of custom sequential allocators. It favors the transparent exploitation of temporal and spatial object access locality, and reduces allocator-induced cache conflicts and false sharing, all using a un ...

Keywords: memory management, multithreading, non-blocking, shared memory, synchronization-free

10 Atomic garbage collection: managing a stable heap

Elliot Kolodner, Barbara Liskov, William Weihl

June 1989 **ACM SIGMOD Record , Proceedings of the 1989 ACM SIGMOD international conference on Management of data SIGMOD '89**, Volume 18 Issue 2

Publisher: ACM Press

Full text available: pdf(1.53 MB) Additional Information: full citation, abstract, references, citings, index terms

Modern database systems use transactions to achieve a high degree of fault-tolerance. Many modern programming languages and systems provide garbage collected heap storage, which frees the programmer from the job of explicitly deallocating storage. In this paper we describe integrated garbage collection and recovery algorithms for managing a stable heap in which accessible objects survive both system crashes and media failures. A garbage collector typically both m ...

11 Thread-local heaps for Java

Tamar Domani, Gal Goldshtein, Elliot K. Kolodner, Ethan Lewis, Erez Petrank, Dafna Sheinwald

June 2002 **ACM SIGPLAN Notices , Proceedings of the 3rd international symposium on Memory management ISMM '02**, Volume 38 Issue 2 supplement

Publisher: ACM Press

Full text available: pdf(220.38 KB) Additional Information: full citation, abstract, references, citings, index terms

We present a memory management scheme for Java based on thread-local heaps. Assuming most objects are created and used by a single thread, it is desirable to free the memory manager from redundant synchronization for thread-local objects. Therefore, in our scheme each thread receives a partition of the heap in which it allocates its objects and in which it does local garbage collection without synchronization with other threads. We dynamically monitor to determine which objects are local and whi ...

Keywords: JVM, Java, garbage collection, local garbage collection, locality, scalable garbage collection

12 Spatial Database Clustering: Using a cluster manager in a spatial database system

Thomas Brinkhoff

November 2001 **Proceedings of the 9th ACM international symposium on Advances in geographic information systems**

Publisher: ACM Press

Full text available: pdf(2.62 MB) Additional Information: full citation, abstract, references, index terms

An important goal for a spatial database system is to minimize the I/O-cost of queries and other operations. One essential component to achieve this objective is the buffer manager. The placement of the spatial objects on disk pages is another important factor; a reasonable clustering of the objects helps to minimize the I/O-cost of queries. However, it is a difficult task to define and maintain an efficient clustering. In this paper, a cluster manager is proposed, which re-clusters spatial obje ...

13 A foundation for an efficient multi-threaded scheme system

Suresh Jagannathan, Jim Philbin

January 1992 **ACM SIGPLAN Lisp Pointers , Proceedings of the 1992 ACM conference**

on LISP and functional programming LFP '92, Volume V Issue 1
Publisher: ACM Press

Full text available: pdf(1.19 MB) Additional Information: full citation, abstract, references, citings, index terms

We have built a parallel dialect of Scheme called STING that differs from its contemporaries in a number of important respects. STING is intended to be used as an operating system substrate for modern parallel programming languages. The basic concurrency management objects is STING are first-class lightweight threads of control and virtual processors (VPs). Unlike high-level concurrency structures, STING threads and VPs are not encumbered by complex synchronization protocols. ...

14 Memory allocation: A locality-improving dynamic memory allocator

Yi Feng, Emery D. Berger
June 2005 **Proceedings of the 2005 workshop on Memory system performance MSP '05**
Publisher: ACM Press
Full text available: pdf(265.72 KB) Additional Information: full citation, abstract, references, index terms

In general-purpose applications, most data is dynamically allocated. The memory manager therefore plays a crucial role in application performance by determining the spatial locality of heap objects. Previous general-purpose allocators have focused on reducing fragmentation, while most locality-improving allocators have either focused on improving the locality of the allocator (not the application), or required programmer hints or profiling to guide object placement. We present a high-performance ...

Keywords: allocator, cache locality, fragmentation, memory management, paging, vam, virtual memory

15 DieHard: probabilistic memory safety for unsafe languages

Emery D. Berger, Benjamin G. Zorn
June 2006 **ACM SIGPLAN Notices , Proceedings of the 2006 ACM SIGPLAN conference on Programming language design and implementation PLDI '06**, Volume 41 Issue 6
Publisher: ACM Press
Full text available: pdf(183.05 KB) Additional Information: full citation, abstract, references, index terms

Applications written in unsafe languages like C and C++ are vulnerable to memory errors such as buffer overflows, dangling pointers, and reads of uninitialized data. Such errors can lead to program crashes, security vulnerabilities, and unpredictable behavior. We present DieHard, a runtime system that tolerates these errors while probabilistically maintaining soundness. DieHard uses randomization and replication to achieve probabilistic memory safety by approximating an infinite-sized heap. DieH ...

Keywords: DieHard, dynamic memory allocation, probabilistic memory safety, randomization, replication

16 Query evaluation techniques for large databases

Goetz Graefe
June 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 2
Publisher: ACM Press

Full text available: pdf(9.37 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Database management systems will continue to manage large data volumes. Thus, efficient algorithms for accessing and manipulating large sets and sequences will be

required to provide acceptable performance. The advent of object-oriented and extensible database systems will not solve this problem. On the contrary, modern data models exacerbate the problem: In order to manipulate large sets of complex objects as efficiently as today's database systems manipulate simple records, query-processi ...

Keywords: complex query evaluation plans, dynamic query evaluation plans, extensible database systems, iterators, object-oriented database systems, operator model of parallelization, parallel algorithms, relational database systems, set-matching algorithms, sort-hash duality

17 Making computers disappear: appliance data services

Andrew C. Huang, Benjamin C. Ling, John Barton, Armando Fox

July 2001 **Proceedings of the 7th annual international conference on Mobile computing and networking**

Publisher: ACM Press

Full text available: pdf(691.57 KB) Additional Information: full citation, abstract, references, citings, index terms

Digital appliances designed to simplify everyday tasks are readily available to end consumers. For example, mobile users can retrieve Web content using handheld devices since content retrieval is well-supported by infrastructure services such as transformational proxies. However, the same type of support is lacking for input-centric devices, those that create content and allow users to share content. This lack of infrastructural support makes input-centric devices hard to use and less useful. ...

18 Application-controlled physical memory using external page-cache management

Kieran Harty, David R. Cheriton

September 1992 **ACM SIGPLAN Notices , Proceedings of the fifth international conference on Architectural support for programming languages and operating systems ASPLOS-V**, Volume 27 Issue 9

Publisher: ACM Press

Full text available: pdf(1.40 MB) Additional Information: full citation, references, citings, index terms

19 Efficient memory management in a merged heap/stack prolog machine

Xining Li

September 2000 **Proceedings of the 2nd ACM SIGPLAN international conference on Principles and practice of declarative programming**

Publisher: ACM Press

Full text available: pdf(553.36 KB) Additional Information: full citation, references, index terms

20 Oil and Water? High Performance Garbage Collection in Java with MMTk

Stephen M. Blackburn, Perry Cheng, Kathryn S. McKinley

May 2004 **Proceedings of the 26th International Conference on Software Engineering ICSE '04**

Publisher: IEEE Computer Society

Full text available: pdf(183.10 KB) Additional Information: full citation, abstract, citings, index terms

Increasingly popular languages such as Java and C# requireefficient garbage collection. This paper presents thedesign, implementation, and evaluation of MMTk, a MemoryManagement Toolkit for and in Java. MMTk is an efficient, composable, extensible, and portable framework for building garbage collectors. MMTk uses design patternsand compiler cooperation to combine modularity and efficiency. The resulting system is more

robust, easier to maintain, and has fewer defects than monolithic collectors. ...

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61 Industrial applications: The importance of dealing with uncertainty in the evaluation of software engineering methods and tools

Gerardo Canfora, Luigi Troiano

July 2002 **Proceedings of the 14th international conference on Software engineering and knowledge engineering SEKE '02**

Publisher: ACM Press

Full text available: pdf(336.10 KB) Additional Information: full citation, abstract, references, index terms

The correct choice of software tools and methods is a critical success factor to reach and maintain market leadership. A mature approach to estimate the impact and risk of technology adoption is required. This paper underlines the need for dealing with uncertainty to manage correctly the risk of decision-making and proposes a method for evaluating software engineering methods and tools. The method, named Software Engineering Fuzzy Evaluation Method (SEFEM) is centred on a new class of fuzzy aggr ...

Keywords: aggregation, decision making, decision support systems, evaluation, fuzzy logic

62 Session 8.1: Podcasting in academia: a new knowledge management paradigm within academic settings

Peter Ractham, Xuesong Zhang

April 2006 **Proceedings of the 2006 ACM SIGMIS CPR conference on computer personnel research: Forty four years of computer personnel research: achievements, challenges & the future SIGMIS CPR '06**

Publisher: ACM Press

Full text available: pdf(104.78 KB) Additional Information: full citation, abstract, references, index terms

Podcasting represents a new and exciting learning paradigm within an academic setting. Materials such conference reports, research manuscripts, and course lectures can be recorded as audio and video files and delivered to subscribing users automatically. A minimum skills and effort is requiring for involved parties to accomplish the knowledge transaction. The ease of use and seamless transaction between users enable more efficiency in resource consumption. Minimal time and effort is wasted for b ...

Keywords: information foraging, knowledge management, podcast, social networking

63 Knowledge organization and application: A snapshot of KDS a knowledge delivery system

James A. Moore, William C. Mann

June 1979 **Proceedings of the 17th annual meeting on Association for Computational Linguistics**

Publisher: Association for Computational Linguistics

Full text available: pdf(100.59 KB) Publisher Site

Additional Information: full citation, references, citings

64 Services: Secure authentication system for public WLAN roaming

Yasuhiko Matsunaga, Ana Sanz Merino, Takashi Suzuki, Randy H. Katz

September 2003 **Proceedings of the 1st ACM international workshop on Wireless mobile applications and services on WLAN hotspots**

Publisher: ACM Press

Full text available: pdf(248.60 KB)

Additional Information: full citation, abstract, references, citings, index terms

A serious impediment for seamless roaming between independent wireless LANs (WLANs) is how best to confederate the various WLAN service providers, each having different trust relationships with individuals and each supporting their own authentication schemes which may vary from one provider to the next. We have designed and implemented a comprehensive single sign-on (SSO) authentication architecture that confederates WLAN service providers through trusted identity providers. Users select the app ...

Keywords: authentication, hotspot, link layer security, policy control, roaming, single sign-on, wireless LAN

65 Tools & techniques track: frameworks for building libraries: Using collection descriptions to enhance an aggregation of harvested item-level metadata

Muriel Foulonneau, Timothy W. Cole, Thomas G. Habing, Sarah L. Shreeves

June 2005 **Proceedings of the 5th ACM/IEEE-CS joint conference on Digital libraries**

Publisher: ACM Press

Full text available: pdf(1.09 MB) Additional Information: full citation, abstract, references, index terms

As an increasing number of digital library projects embrace the harvesting of item-level descriptive metadata, issues of description granularity and concerns about potential loss of context when harvesting item-level metadata take on greater significance. Collection-level description can provide valuable context for item-level metadata records harvested from disparate and heterogeneous providers. This paper describes an ongoing experiment using collection-level description in concert with item-l ...

Keywords: collection-level description, descriptive metadata, metadata aggregation, open archives initiative

66 Multimedia sensing: A bandwidth management framework for wireless camera array

Zhenyu Yang, Klara Nahrstedt

June 2005 **Proceedings of the international workshop on Network and operating systems support for digital audio and video NOSSDAV '05**

Publisher: ACM Press

Full text available: pdf(165.93 KB) Additional Information: full citation, abstract, references, index terms

Wireless 2D cameras are becoming more widely used for applications such as video surveillance and conferencing due to their easy deployment. These scenarios require

multiple high quality video streams that share limited wireless channel resource. Therefore, a bandwidth management that is sensitive to application QoS requirements, content extraction and the specifics of a camera array environment is essential. This paper addresses the problem of bandwidth management to coordinate multiple video f ...

Keywords: adaptation, bandwidth management, coordination, wireless camera array

67 QoS models: Knowledge-driven interactions with services across ad hoc networks

Rohan Sen, Radu Handorean, Gruia-Catalin Roman, Gregory Hackmann
November 2004 **Proceedings of the 2nd international conference on Service oriented computing**
Publisher: ACM Press
Full text available: pdf(212.17 KB) Additional Information: full citation, abstract, references, index terms

Service oriented computing, with its aim of unhindered interoperability, is an appropriate paradigm for ad hoc networks, which are characterized by physical mobility of heterogenous hosts and by the absence of standardized application level protocols. The decoupled nature of computing in ad hoc networks can result in disconnections at inopportune times during the client-service interaction process. We introduce the notion of a priori selection of services to reduce the likelihood of disconnec ...

Keywords: ad hoc networks, knowledge management, mobile computing, service-oriented computing

68 Cookin with Linux: podcast on the menu

Marcel Gagné
April 2006 **Linux Journal**, Volume 2006 Issue 144
Publisher: Specialized Systems Consultants, Inc.
Full text available: html(15.02 KB) Additional Information: full citation, abstract, index terms

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69 Social networks, networking & virtual communities: HT06, tagging paper, taxonomy, Flickr, academic article, to read

Cameron Marlow, Mor Naaman, Danah Boyd, Marc Davis
August 2006 **Proceedings of the seventeenth conference on Hypertext and hypermedia HYPERTEXT '06**
Publisher: ACM Press
Full text available: pdf(339.73 KB) Additional Information: full citation, abstract, references, index terms

In recent years, *tagging systems* have become increasingly popular. These systems enable users to add keywords (i.e., "tags") to Internet resources (e.g., web pages, images, videos) without relying on a controlled vocabulary. Tagging systems have the potential to improve search, spam detection, reputation systems, and personal organization while introducing new modalities of social communication and opportunities for data mining. This potential is largely due to the social structure that u ...

Keywords: Flickr, categorization, classification, folksonomy, incentives, models, research, social networks, social software, tagging systems, tagsonomy, taxonomy

70 A platform for the description, distribution and analysis of genetic polymorphism data

Greg D. Tyrelle, Garry C. King
January 2003 **Proceedings of the First Asia-Pacific bioinformatics conference on**

Bioinformatics 2003 - Volume 19 APBC '03
Publisher: Australian Computer Society, Inc.
Full text available: pdf(174.59 KB) Additional Information: full citation, abstract, references, index terms

In this paper we suggest the requirements for an open platform designed for the description, distribution and analysis of genetic polymorphism data. This platform is discussed in terms of our implementation of a phenotypic prediction pipeline with general application to the understanding of genetic variation.The current state of polymorphism data storage and distribution has several recognised deficiencies. These include the lack of a shared data model and low overlap between databases. To move ...

Keywords: RDF, SNP, XML, database, distributed, web services

71 Multimedia for tiny devices: Panoptes: scalable low-power video sensor networking technologies

Wu-chi Feng, Brian Code, Ed Kaiser, Mike Shea, Wu-chang Feng, Louis Bavoil
November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**
Publisher: ACM Press
Full text available: pdf(483.71 KB) Additional Information: full citation, abstract, references, citings, index terms

Video-based sensor networks can provide important visual information in a number of applications including: environmental monitoring, health care, emergency response, and video security. This paper describes the Panoptes video-based sensor networking architecture, including its design, implementation, and performance. We describe a video sensor platform that can deliver high-quality video over 802.11 networks with a power requirement of approximately 5 watts. In addition, we describe the streami ...

Keywords: JPEG, MPEG, sensors, video sensors, video streaming

72 Summarization: Do summaries help?

Kathleen McKeown, Rebecca J. Passonneau, David K. Elson, Ani Nenkova, Julia Hirschberg
August 2005 **Proceedings of the 28th annual international ACM SIGIR conference on Research and development in information retrieval SIGIR '05**
Publisher: ACM Press
Full text available: pdf(1.92 MB) Additional Information: full citation, abstract, references, index terms

We describe a task-based evaluation to determine whether multi-document summaries measurably improve user performance whe using online news browsing systems for directed research. We evaluated the multi-document summaries generated by Newsblaster, a robust news browsing system that clusters online news articles and summarizes multiple articles on each event. Four groups of subjects were asked to perform the same time-restricted fact-gathering tasks, reading news under different conditions: no su ...

Keywords: evaluation, news browsing, text summarization, user study

73 Demo session: change management and data dissemination: CMS-ToPSS: efficient dissemination of RSS documents

Milenko Petrovic, Haifeng Liu, Hans-Arno Jacobsen
August 2005 **Proceedings of the 31st international conference on Very large data bases VLDB '05**
Publisher: VLDB Endowment

Full text available: pdf(235.80 KB) Additional Information: full citation, abstract, references, index terms

Recent years have seen a rise in the number of unconventional publishing tools on the Internet. Tools such as wikis, blogs, discussion forums, and web-based content management systems have experienced tremendous rise in popularity and use; primarily because they provide something traditional tools do not: easy of use for non computer-oriented users and they are based on the idea of "collaboration." It is estimated, by pewinternet.org, that 32 million people in the US read blogs (which represents ...

74 At the forge: WordPress

Reuven M. Lerner

September 2004 **Linux Journal**, Volume 2004 Issue 125

Publisher: Specialized Systems Consultants, Inc.

Full text available: html(11.17 KB) Additional Information: full citation

75 Panoptes: scalable low-power video sensor networking technologies

Wu-Chi Feng, Ed Kaiser, Wu Chang Feng, Mikael Le Baillif

May 2005 **ACM Transactions on Multimedia Computing, Communications, and Applications (TOMCCAP)**, Volume 1 Issue 2

Publisher: ACM Press

Full text available: pdf(5.84 MB) Additional Information: full citation, abstract, references, citings, index terms

Video-based sensor networks can provide important visual information in a number of applications including: environmental monitoring, health care, emergency response, and video security. This article describes the Panoptes video-based sensor networking architecture, including its design, implementation, and performance. We describe two video sensor platforms that can deliver high-quality video over 802.11 networks with a power requirement less than 5 watts. In addition, we describe the streaming ...

Keywords: Video sensor networking, adaptive video, video collection

76 Building database-driven electronic catalogs

Sherif Danish

December 1998 **ACM SIGMOD Record**, Volume 27 Issue 4

Publisher: ACM Press

Full text available: pdf(389.04 KB) Additional Information: full citation, abstract, citings, index terms

This paper describes issues and solutions related to the creation of a product information database in the enterprise, and using this database as a foundation for deploying an electronic catalog. Today, product information is typically managed in document composition systems and communicated on paper. In the new wired world, these processes are undertaking fundamental changes to cope with the time to market pressure and the need for accurate, complete, and structured presentation of product ...

77 Endogenous differentiation of information goods under uncertainty

Robert S. Gazzale, Jeffrey MacKie-Mason

October 2001 **Proceedings of the 3rd ACM conference on Electronic Commerce**

Publisher: ACM Press

Full text available: pdf(294.53 KB) Additional Information: full citation, abstract, references, index terms

Information goods can be reconfigured at low cost. Therefore, firms can choose how to differentiate their products at a frequency comparable to price changes. However, doing so effectively is complicated by uncertainty about customer preferences, compounded by

the fact that the search for a good product niche is carried out in competition with other searching firms.We study two firms that differentiate their information goods.The firms simultaneously compete in product configuration and price. W ...

78 Internet radio to Podcast with shell tools
Phil Salkie
September 2005 **Linux Journal**, Volume 2005 Issue 137
Publisher: Specialized Systems Consultants, Inc.
Full text available: html(26.88 KB) Additional Information: full citation, abstract, index terms

This Internet radio show is great-is it available as a podcast? Now the answer is always, yes.

79 At the forge: COREBlog
Reuven M. Lerner
April 2004 **Linux Journal**, Volume 2004 Issue 120
Publisher: Specialized Systems Consultants, Inc.
Full text available: html(17.63 KB) Additional Information: full citation

80 A framework for optimizing Java using attributes
Patrice Pominville, Feng Qian, Raja Vallée-Rai, Laurie Hendren, Clark Verbrugge
November 2000 **Proceedings of the 2000 conference of the Centre for Advanced Studies on Collaborative research**
Publisher: IBM Press
Full text available: pdf(314.37 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents a framework for supporting the optimization of Java programs using attributes in Java class files. We show how class file attributes may be used to convey both optimization opportunities and profile information to a variety of Java virtual machines including ahead-of-time compilers and just-in-time compilers.We present our work in the context of Soot, a framework that supports the analysis and transformation of Java bytecode (class files)[21, 25, 26]. We demonstrate the frame ...

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21 Lag, drag, void and use—heap profiling and space-efficient compilation revisited

Niklas Röjemo, Colin Runciman

June 1996 **ACM SIGPLAN Notices , Proceedings of the first ACM SIGPLAN international conference on Functional programming ICFP '96**, Volume 31 Issue 6

Publisher: ACM Press

Full text available: pdf(937.17 KB) Additional Information: full citation, abstract, references, citings, index terms

The context for this paper is functional computation by graph reduction. Our overall aim is more efficient use of memory. The specific topic is the detection of dormant cells in the live graph --- those retained in heap memory though not actually playing a useful role in computation. We describe a profiler that can identify heap consumption by such 'useless' cells. Unlike heap profilers based on traversals of the live heap, this profiler works by examining cells *postmortem*. The new profil ...

22 Atomic incremental garbage collection and recovery for a large stable heap

Elliot K. Kolodner, William E. Weihl

June 1993 **ACM SIGMOD Record , Proceedings of the 1993 ACM SIGMOD international conference on Management of data SIGMOD '93**, Volume 22 Issue 2

Publisher: ACM Press

Full text available: pdf(1.34 MB) Additional Information: full citation, abstract, references, citings, index terms

A stable heap is storage that is managed automatically using garbage collection, manipulated using atomic transactions, and accessed using a uniform storage model. These features enhance reliability and simplify programming by preventing errors due to explicit deallocation, by masking failures and concurrency using transactions, and by eliminating the distinction between accessing temporary storage and permanent storage. Stable heap management is useful for programming lang ...

23 Concurrent compacting garbage collection of a persistent heap

James O'Toole, Scott Nettles, David Gifford

December 1993 **ACM SIGOPS Operating Systems Review , Proceedings of the fourteenth ACM symposium on Operating systems principles SOSP '93**, Volume 27 Issue 5

Publisher: ACM Press

Full text available: pdf(1.50 MB) Additional Information: full citation, abstract, references, citings, index terms

We describe a replicating garbage collector for a persistent heap. The garbage collector cooperates with a transaction manager to provide safe and efficient transactional storage management. Clients read and write the heap in primary memory and can commit or abort their write operations. When write operations are committed they are preserved in stable storage and survive system failures. Clients can freely access the heap during garbage collection because the collector concurrently builds a comp ...

24 An efficient parallel heap compaction algorithm

Diab Abuaiadh, Yoav Ossia, Erez Petrank, Uri Silbershtein

October 2004 **ACM SIGPLAN Notices , Proceedings of the 19th annual ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications OOPSLA '04**, Volume 39 Issue 10

Publisher: ACM Press

Full text available: pdf(291.11 KB) Additional Information: full citation, abstract, references, index terms

We propose a heap compaction algorithm appropriate for modern computing environments. Our algorithm is targeted at SMP platforms. It demonstrates high scalability when running in parallel but is also extremely efficient when running single-threaded on a uniprocessor. Instead of using the standard forwarding pointer mechanism for updating pointers to moved objects, the algorithm saves information for a pack of objects. It then does a small computation to process this information and determine ...

Keywords: JVM, compaction, garbage collection, java, parallel compaction, parallel garbage collection

25 Is it a tree, a DAG, or a cyclic graph? A shape analysis for heap-directed pointers in C

Rakesh Ghiya, Laurie J. Hendren

January 1996 **Proceedings of the 23rd ACM SIGPLAN-SIGACT symposium on Principles of programming languages POPL '96**

Publisher: ACM Press

Full text available: pdf(1.51 MB) Additional Information: full citation, references, citings, index terms

26 Pointer analysis: Importance of heap specialization in pointer analysis

Erik M. Nystrom, Hong-Seok Kim, Wen-mei W. Hwu

June 2004 **Proceedings of the ACM-SIGPLAN-SIGSOFT workshop on Program analysis for software tools and engineering**

Publisher: ACM Press

Full text available: pdf(183.09 KB) Additional Information: full citation, abstract, references, index terms

Specialization of heap objects is critical for pointer analysis to effectively analyze complex memory activity. This paper discusses heap specialization with respect to call chains. Due to the sheer number of distinct call chains, exhaustive specialization can be cumbersome. On the other hand, insufficient specialization can miss valuable opportunities to prevent spurious data flow, which results in not only reduced accuracy but also increased overhead.In determining whether further specializati ...

Keywords: context sensitivity, heap specialization, pointer analysis

27 Improving 64-Bit Java IPF Performance by Compressing Heap References

Ali-Reza Adl-Tabatabai, Jay Bharadwaj, Michal Cierniak, Marsha Eng, Jesse Fang, Brian T. Lewis, Brian R. Murphy, James M. Stichnoth

March 2004 **Proceedings of the international symposium on Code generation and**

optimization: feedback-directed and runtime optimization CGO '04

Publisher: IEEE Computer Society

Full text available: pdf(172.84 KB) Additional Information: full citation, abstract, citings, index terms

64-bit processor architectures like the Intel® Itanium®Processor Family are designed for large applicationsthat need large memory addresses.When runningapplications that fit within a 32-bit address space, 64-bitCPUs are at a disadvantage compared to 32-bit CPUsbecause of the larger memory footprints for their data.This results in worse cache and TLB utilization, and consequentlylower performance because of increased missratios.This paper considers software techniques for virtualmachines that all ...

28 Min-max heaps and generalized priority queues

M. D. Atkinson, J.-R. Sack, B. Santoro, T. Strothotte

October 1986 **Communications of the ACM**, Volume 29 Issue 10

Publisher: ACM Press

Full text available: pdf(492.80 KB) Additional Information: full citation, abstract, references, citings, index terms, review

A simple implementation of double-ended priority queues is presented. The proposed structure, called a min-max heap, can be built in linear time; in contrast to conventional heaps, it allows both FindMin and FindMax to be performed in constant time; Insert, DeleteMin, and DeleteMax operations can be performed in logarithmic time. Min-max heaps can be generalized to support other similar order-statistics operation ...

29 Session 9B: Meldable heaps and boolean union-find

Haim Kaplan, Nira Shafrir, Robert E. Tarjan

May 2002 **Proceedings of the thiry-fourth annual ACM symposium on Theory of computing**

Publisher: ACM Press

Full text available: pdf(280.19 KB) Additional Information: full citation, abstract, references, citings, index terms

In the classical meldable heap data type we maintain an item-disjoint collection of heaps under the operations *find-min*, *insert*, *delete*, *decrease-key*, and *meld*. In the usual definition *decrease-key* and *delete* get the item and the heap containing it as parameters. We consider the modified problem where *decrease-key* and *delete* get only the item but not the heap containing it. We show that for this problem one of the operations *find-* ...

30 Relaxed heaps: an alternative to Fibonacci heaps with applications to parallel computation

James R. Driscoll, Harold N. Gabow, Ruth Shrairman, Robert E. Tarjan

November 1988 **Communications of the ACM**, Volume 31 Issue 11

Publisher: ACM Press

Full text available: pdf(1.52 MB) Additional Information: full citation, abstract, references, citings, index terms

The relaxed heap is a priority queue data structure that achieves the same amortized time bounds as the Fibonacci heap—a sequence of m decrease_key and n delete_min operations takes time O(m + n log n). A variant of relaxed heaps achieves similar bounds in the worst case—O(1) time for decrease_key and O(log n) for delete_min. Relaxed heaps give a processor-efficient parallel implementation of Dijkstra's shortest path algorithm, and hence other algorithms in network optimization. ...

31 Faster kinetic heaps and their use in broadcast scheduling

Haim Kaplan, Robert E. Tarjan, Kostas Tsioutsiouliklis

January 2001 **Proceedings of the twelfth annual ACM-SIAM symposium on Discrete algorithms**

Publisher: Society for Industrial and Applied Mathematics

Full text available: pdf(848.66 KB) Additional Information: full citation, abstract, references, citings, index terms

We describe several implementations of the *kinetic heap*, a heap (priority queue) in which the key of each item, instead of being fixed, is a linear function of time. The kinetic heap is a simple example of a kinetic data structure of the kind considered by Basch, Guibas, and Hershberger. Kinetic heaps have many applications in computational geometry, and previous implementations were designed to address these applications. We describe an additional application, to broadcast scheduling. ...

32 The soft heap: an approximate priority queue with optimal error rate

Bernard Chazelle
November 2000 **Journal of the ACM (JACM)**, Volume 47 Issue 6
Publisher: ACM Press

Full text available: pdf(112.02 KB) Additional Information: full citation, abstract, references, citings, index terms, review

A simple variant of a priority queue, called a soft heap, is introduced. The data structure supports the usual operations: insert, delete, meld, and findmin. Its novelty is to beat the logarithmic bound on the complexity of a heap in a comparison-based model. To break this information-theoretic barrier, the entropy of the data structure is reduced by artifically raising the values of certain keys. Given any mixed sequence of n operations, a soft heap with e ...

Keywords: amoritization, heap, priority queue, soft heap

33 Parallelizing a sequential logic simulator using an optimistic framework based on a global parallel heap event queue: an experience and performance report

Sushil K. Prasad, Nikhil Junankar
May 2000 **Proceedings of the fourteenth workshop on Parallel and distributed simulation**
Publisher: IEEE Computer Society

Full text available: pdf(731.80 KB) Additional Information: full citation, abstract, references, citings, index terms

We have parallelized the Iowa Logic Simulator, a gate-level fine-grained discrete-event simulator, by employing an optimistic algorithm framework based on a global event queue implemented as a parallel heap. The original code and the basic data structures of the serial simulator remained unchanged. Wrapper data structures for the logical processes (gates) and the events are created to allow rollbacks, all the earliest events at each logical processes are stored into the parallel hea ...

Keywords: logic simulation, parallel discrete event simulation, parallel heap, parallelizing framework

34 On the efficiency of pairing heaps and related data structures

Michael L. Fredman
July 1999 **Journal of the ACM (JACM)**, Volume 46 Issue 4
Publisher: ACM Press

Full text available: pdf(191.73 KB) Additional Information: full citation, abstract, references, citings, index terms, review

The pairing heap is well regarded as an efficient data structure for implementing priority queue operations. It is included in the GNU C++ library. Strikingly simple in design, the pairing heap data structure nonetheless seems difficult to analyze, belonging to the genre

of self-adjusting data structures. With its design originating as a self-adjusting analogue of the Fibonacci heap, it has been previously conjectured that the pairing heap provides constrant amortized time decrease-key ope ...

Keywords: Fibonacci heaps, amortized complexity analysis, lower bounds, priority queues, self-adjusting data structures

35 Reducing sweep time for a nearly empty heap

Yoo C. Chung, Soo-Mook Moon, Kemal Ebcioğlu, Dan Sahlin

January 2000 **Proceedings of the 27th ACM SIGPLAN-SIGACT symposium on Principles of programming languages**

Publisher: ACM Press

Full text available: pdf(1.31 MB) Additional Information: full citation, abstract, references, citings, index terms

Mark and sweep garbage collectors are known for using time proportional to the heap size when sweeping memory, since all objects in the heap, regardless of whether they are live or not, must be visited in order to reclaim the memory occupied by dead objects. This paper introduces a sweeping method which traverses only the live objects, so that sweeping can be done in time dependent only on the number of live objects in the heap. This allows each collection to use time independent ...

36 Programming pearls: thanks, heaps

Jon Bentley

March 1985 **Communications of the ACM**, Volume 28 Issue 3

Publisher: ACM Press

Full text available: pdf(586.37 KB) Additional Information: full citation, citings, index terms

37 Fibonacci heaps and their uses in improved network optimization algorithms

Michael L. Fredman, Robert Endre Tarjan

July 1987 **Journal of the ACM (JACM)**, Volume 34 Issue 3

Publisher: ACM Press

Full text available: pdf(1.52 MB) Additional Information: full citation, abstract, references, citings, index terms, review

In this paper we develop a new data structure for implementing heaps (priority queues). Our structure, Fibonacci heaps (abbreviated F-heaps), extends the binomial queues proposed by Vuillemin and studied further by Brown. F-heaps support arbitrary deletion from an n-item heap in O(log n) amortized time and all other standard heap operations in O(1) amortized time. Using F-heaps we are able ...

38 Information theoretic implications for pairing heaps

Michael L. Fredman

May 1998 **Proceedings of the thirtieth annual ACM symposium on Theory of computing**

Publisher: ACM Press

Full text available: pdf(1.19 MB) Additional Information: full citation, references, index terms

39 Performance of a multiple-entry-node concurrent skew heap on shared-memory multiprocessor

Robert S. Pfeiffer, Sushil K. Prasad

April 1998 **Proceedings of the 36th annual Southeast regional conference**
Publisher: ACM Press
Full text available: pdf(611.31 KB) Additional Information: full citation, references, index terms

40 Memory system performance of programs with intensive heap allocation
Amer Diwan, David Tarditi, Eliot Moss
August 1995 **ACM Transactions on Computer Systems (TOCS)**, Volume 13 Issue 3
Publisher: ACM Press
Full text available: pdf(2.10 MB) Additional Information: full citation, abstract, references, citings, index terms

Heap allocation with copying garbage collection is a general storage management technique for programming languages. It is believed to have poor memory system performance. To investigate this, we conducted an in-depth study of the memory system performance of heap allocation for memory systems found on many machines. We studied the performance of mostly functional Standard ML programs which made heavy use of heap allocation. We found that most machines support heap allocation poorly. Howeve ...

Keywords: automatic storage reclamation, copying garbage collection, garbage collection, generational garbage collection, heap allocation, page mode, subblock placement, write through, write-back, write-buffer, write-miss policy, write-policy

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